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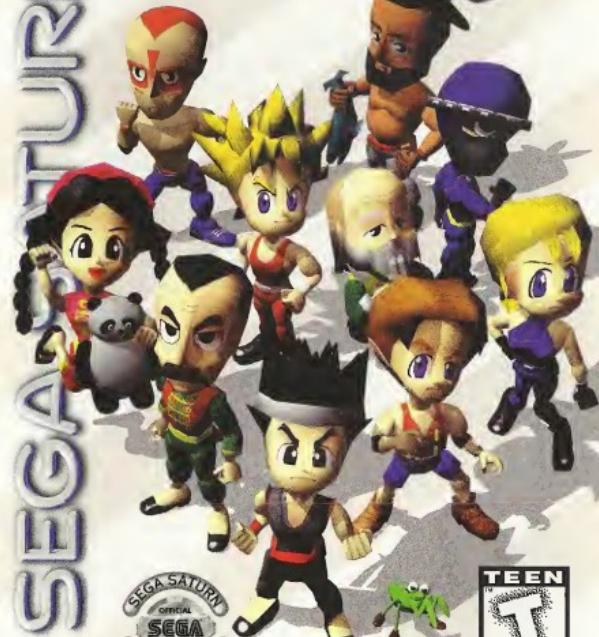
SEGA®

Virtua Fighter™



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Kids



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WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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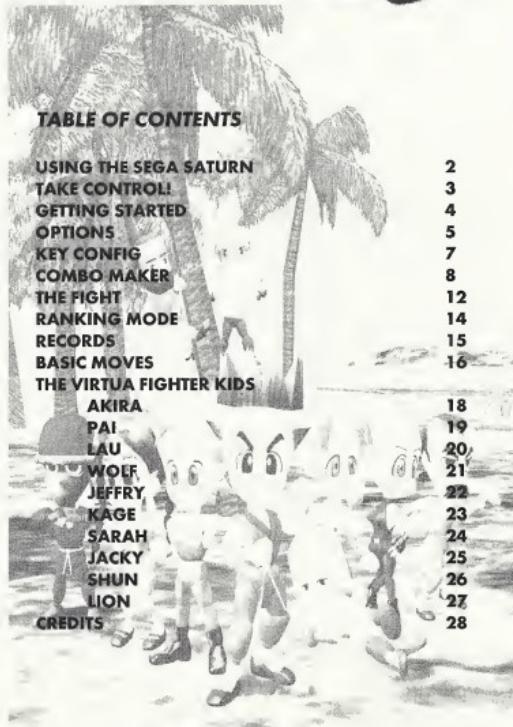
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Virtua Fighter™ Kids™

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USING THE SEGA SATURN

1. Set up your Sego Saturn system by following the instructions in the Sego Saturn Instruction Manual. Plug in Control Pod 1. For 2-player games, plug in Control Pod 2 also.

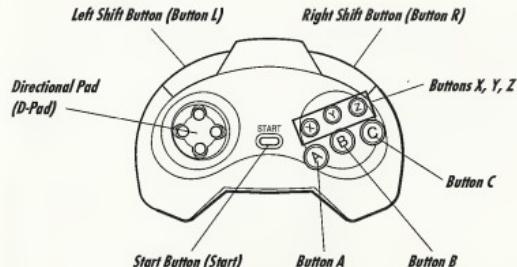
Note: Virtua Fighter Kids™ is for one or two players.

2. Place the Virtua Fighter Kids disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sego Saturn. The Sego Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sego Saturn Control Pod. When the game Title screen appears, press again to go to the on-screen Control Panel.

Important: Your Sego Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sego Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



TAKE CONTROL!



D-PAD

- Highlights items on menu screens
- Moves fighter during gameplay
- Enters directional arrow in combo maker

START

- Starts game
- Enters highlighted selections
- Pauses gameplay; resumes paused game
- Skips instant replay and introductory sequence

BUTTON L, BUTTON R

- Moves cursor in Combo Maker

BUTTONS X,Y,Z*

- Used in Combo Maker (pp. 8-12)

*Use these buttons to produce special attacks and expert techniques. (See pp. 18-27)

Note: This page shows default functions only. All the buttons listed above except Start can be configured for other functions using Key Config (see pp. 7-8)

GETTING STARTED



After loading Virtua Fighter Kids, the Sego and True Matian logos appear, followed by an animated sequence of the game characters. Watch the sequence, or press Start at any time to skip to the Title screen. Press Start again at the Title screen to move to the Mode Select screen, or wait a few moments and watch the game demonstration and player rankings that follow. Press Start at any time to move to the Title screen.

MODE SELECT

Press the D-Pad LEFT or RIGHT to scroll through the modes, and press Button A, C or Start to select a mode.



ARCADE MODE lets you play against the computer. Clear all the stages to see a special animation sequence featuring your fighter.

VS MODE lets you and a friend test each other's skill.

Note: A second player can interrupt an Arcade Mode fight by pressing Start on the unused controller. The Player Select screen appears, allowing the new player to select a fighter. After the fighter has been selected, the VS Mode game begins. When the VS Mode fight ends, and neither player chooses to continue, the Arcade Mode resumes at the same level as when the new player entered the game.

RANKING MODE is a one-player game similar to Arcade Mode. At the end of the game, you are assigned a skill ranking and ratings of several aspects of your performance. (See pp. 14-15.)

NOTE: See pp. 12-17 for details on the fighting modes.

COMBO MAKER lets you create and save your own special combination attacks. (See pp. 8-12)

VIEWING MODE allows you to watch any two characters in action against each other. You can select the fighter you want to watch by pressing the D-Pad LEFT or RIGHT and Button A or C, or let the computer pick two fighters randomly for you. Press Start during the fight to pause the game.

RECORDS shows the records of fighters in VS Mode competition, best Arcade Mode completion times, and highest Ranking Mode scores. (See p. 15)

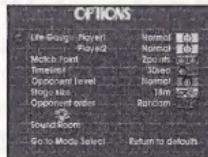
KEY CONFIG allows you to change button functions for the Controller. (See p. 7-8)

OPTIONS lets you change features of the game and sample the voice and sound tracks for each fighter. (See below)

Note: Any game mode can be canceled at any time by holding down Buttons A, B and C and pressing Start. This will automatically return you to the Title screen.

OPTIONS

Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to make changes within the selected option.



Life Gauge: Alter the strength of both fighters. Select from Largest, Larger, Normal, Smaller or Smallest. The larger the setting, the less damage you take per hit. Or choose NO DAMAGE for a fighter who can't be hurt. (Be careful though, you can still be knocked out of the ring.)

Match Point: Select the number of victories needed (1-5) to decide a match.

Time Limit: Choose how long you want each round to last - 10, 20, 30 or 60 seconds. Or choose NO LIMIT to turn the timer off.

Opponent Level: Set the level of the computer opponent in Arcade Mode. Choose Easy, Normal, or Hard for a real test of your fighting skill.

Select Practice to make the computer opponent your punching bag.

Stage Size: Set the area of the fighting ring to 8, 12, 18 or 22 meters.

Opponent Order: For Arcade Mode, you can choose a fixed order of appearance for your opponents or have them come at you in random order.

Go to Mode Select: Press Button A, C or Start here to return to the Mode Select screen. Alternatively, you can return to Mode Select from any part of the Options screen by pressing Button B. The changes you have made will be retained in the internal memory.

Return to Defaults: Resets all options to the default values.

Note: The various options cannot be used in Ranking Mode play.

SOUND ROOM



Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to cycle through the choices within that option. Press Button A or C to sample the selected track. Press Button B or Start, or highlight EXIT and press Button A or C to return to the main Options menu.

Music, Sound, Voice: Sample the music, sound effects and voices used throughout the game. Press the D-Pad LEFT or RIGHT to select the track you want to hear, and Button A or C to play the track.

Output: Allows you to select Stereo or Monaural (MONO) sound.

Music Volume: Lets you adjust the volume (0 – 5) of the background music.

Exit: Press Button A, C or Start to return to the main Options screen.

KEY CONFIG

When you open Key Config, a flashing selection window appears in the upper left of the screen. This window allows you to select from three different preset configurations for Controller functions. Press the D-Pad LEFT or RIGHT to select a configuration. When the Controller type you want to use appears in the window, press Button B to return to Mode Select.

EDIT SCREEN

Optionnally, you can customize your Controller with the Edit feature. To use this feature, select Edit in the selections window by pressing Button A, C or Start while Edit is highlighted, then press the D-Pad UP or DOWN to scroll through the Controller button names and their current functions. When you want to assign a new function to a button, press Button A or C while the desired button is selected, then move the cursor through the options menu on the right by pressing the D-Pad in any direction. When the cursor is flashing over the desired function, press Button A, C or Start.

In addition to basic moves such as [D]efend, [P]unch and [K]ick, you can also assign special attacks and original combo attacks to individual buttons on your Controller. (For more about making custom button combinations, see pp. 8-12). To make a special attack or combo a one-button operation, first move down to the bottom of the left-hand menu. By pressing the D-Pad LEFT or RIGHT, you can switch between Techniques and Combos select modes. To enter, press Button A, C or Start.



In Techniques, press the D-Pad LEFT or RIGHT, to scroll to the fighter whose special attacks you'd like to use. Once the fighter's name appears in the top box, press the D-Pad UP or DOWN to scroll through Specials 1-5. Change the special attack function by pressing the D-Pad LEFT or RIGHT. In the # of Uses window, you can set

Special Attacks

To set special attack limits, you can limit to the number of times (1-5) you can use the one-button special attacks per stage, or select the infinity sign for unlimited uses. The number of special attacks uses remaining appears in a small window under the fighter's name in fighting modes. When the special attacks are set, press Button B to return to the menu on the left.

In Cambas, press the D-Pad UP or DOWN to cycle through the Special number you want to assign a camba to, and LEFT or RIGHT to change the camba for the highlighted Special. The cambas are listed in the same order as in the Camba Maker file select screen (see p. 9). As with special attacks, you can limit the number of times the cambas can be used as one-button maneuvers by changing the number in the # of Uses window at the bottom of the screen. When you have the cambas configured, press Button B to return to the menu on the left.

When all the desired functions have been selected, return to the window at the top left of the screen by pressing Button B, and then return to Mode Select by pressing Button B again.

COMBO MAKER

You can create up to twenty of your own combination attacks (cambas) with up to 20 moves in this mode. The cambas you make are automatically saved in the internal backup RAM and can then be entered as preset one-button commands in the Key Config mode (see above).

In the first screen of Camba Maker, a selections window appears. Highlight selections by pressing the D-Pad UP or DOWN and enter selections by pressing Button A, C or Start. Select "Create new file" to make a new camba, "Edit file" to change a previously saved camba and "End" to return to the Mode Select screen. Alternately, you can return to Mode Select by pressing Button B.

NEW COMBOS



Selecting "Create new file" opens the Camba maker screen. To enter commands, press and hold the D-Pad for directional arrows, Button A for [D]efend, Button B for [P]unch, Button C for [K]ick and Button X for no move [SPC]. Press Button R or L while holding the command button(s) to move the cursor forward and back. You can enter



multiple commands (e.g. P+K or D+K) by holding down the desired command buttons simultaneously and pressing Button L or R. Pressing Button Y twice in this screen moves the highlighted command(s) down one step. Pressing Button Z twice deletes the highlighted step. To exit the screen without making a camba, delete all steps and press Button L in the first step and select YES in the confirmation window that appears.

After entering the command(s) for a step, you need to specify how long that step will last. The basic unit of time in the game is 1 frame (1/60 second). You can set step durations from 1 – 255 frames (.0167 – 4.25 seconds). Press the D-Pad UP or DOWN to increase or decrease the duration in increments of one frame, and LEFT or RIGHT to increase or decrease in increments of ten frames.

NOTE: When making cambas that include a string of steps (e.g. PPPK or →→), you have to insert a space [SPC] between steps to ensure that the individual steps are performed one by one. You also need to include spaces after special attacks that inflict high damage. For more on how to insert spaces in your cambas, see the Camba Workshop (pp. 10–12).

FILE NAME

To save a completed camba, press Start and select YES in the confirmation window that appears. The file select screen appears. Press the D-Pad in any direction to highlight a file, and press Button A, C or Start to enter. Pressing Button B returns you to the camba screen you just exited. To enter a file name, press the D-Pad in any direction to move through the alphabet window that appears and press Button A or C to enter the letter. Select the ← or press Button B to delete the previous character. When you have finished entering the file name, select END or press Start to save your camba in the internal RAM.



EDIT FILE

When you select "Edit file," choose a file to edit from the file select screen. Highlight file names by pressing the D-Pad in any direction, and select by pressing Button A, C or Start. After you select a file, select YES in the confirmation window. The most recently saved version of the file appears in the Camba Maker screen. Now make alterations to any step in the camba by

using the same commands as in the New Camba Maker. When you finish, press Start and select YES in the confirmation window. The file select screen reappears. You can save the new version of the file under the same name, or under a new name using the same steps as in naming new files (see above).

COMBO WORKSHOP

Making a hard-hitting camba takes practice and patience, but once you master the art, you can make the most powerful Virtua Fighter Kids attacks your own secret weapons.

The first and most important point to remember when making cambas is:

Don't forget the spaces.

When you make a camba that uses repeated commands like PPP or ↗↗K, you have to put spaces between them. Otherwise, the computer will only read the last of the commands. The space can be short (1 frame), but without it, you've got no camba. See Example 1.

1

Commands	Duration
1 ↗	0.0 1.0
2 ↗	0.0 1.0
3 ↗	0.0 1.0
4 ↗	0.0 1.0
5 ↗	0.0 1.0
6 ↗	0.0 1.0
7 ↗	0.0 1.0
8 ↗	0.0 1.0
9 ↗	0.0 1.0
10 ↗	0.0 1.0

No spaces between the punches means only the last punch and kick get delivered.

A one-frame space between each punch lets the computer deal them out one at a time.

The next big point is:

Some moves take more time than others.

For simple attacks like punches and kicks, one frame is plenty of time for a fighter to make his move. But, some moves, like crouching (↙), take a little more time. Allow 13–15 frames to get into a crouch. See example 2.

2

Commands	Duration
1 ↗	0.0 1.0
2 ↗	0.0 1.0
3 ↗	0.0 1.0
4 ↗	0.0 1.0
5 ↗	0.0 1.0
6 ↗	0.0 1.0
7 ↗	0.0 1.0
8 ↗	0.0 1.0
9 ↗	0.0 1.0
10 ↗	0.0 1.0

Give your fighter enough time (15 frames) to get down into the crouch.

Notice that there's no space between arrows pointing in different directions.

10

High-damage moves take extra time too. Your fighter needs a chance to recover after executing powerful attacks. Recovery time can take anywhere from 20–200 frames. Generally speaking, the more damage the attack inflicts, the longer the recovery time. See Example 3.

3

Commands	Duration
1 ↗↗P	0.0 1.0
2 ↗↗P	0.0 1.0
3 ↗↗P	0.0 1.0
4 ↗↗P	0.0 1.0
5 ↗↗P	0.0 1.0
6 ↗↗P	0.0 1.0
7 ↗↗P	0.0 1.0
8 ↗↗P	0.0 1.0
9 ↗↗P	0.0 1.0
10 ↗↗P	0.0 1.0

This front kick takes more time than basic kicks and punches. Each fighter has individual moves that require extra recovery time after they're performed. Experiment with a few combos to find out how long it takes to recover.

4

Commands	Duration
1 ↗↗↑P	0.0 1.0
2 ↗↗↑P	0.0 1.0
3 ↗↗↑P	0.0 1.0
4 ↗↗↑P	0.0 1.0
5 ↗↗↑P	0.0 1.0
6 ↗↗↑P	0.0 1.0
7 ↗↗↑P	0.0 1.0
8 ↗↗↑P	0.0 1.0
9 ↗↗↑P	0.0 1.0
10 ↗↗↑P	0.0 1.0

Allow about 40 frames before this stamp.

It takes around 1.5 frames for the 'press up and hold' (↑B) part of a stamp (↑B).

5

Commands	Duration
1 ↗↗↑B	0.0 1.0
2 ↗↗↑B	0.0 1.0
3 ↗↗↑B	0.0 1.0
4 ↗↗↑B	0.0 1.0
5 ↗↗↑B	0.0 1.0
6 ↗↗↑B	0.0 1.0
7 ↗↗↑B	0.0 1.0
8 ↗↗↑B	0.0 1.0
9 ↗↗↑B	0.0 1.0
10 ↗↗↑B	0.0 1.0

No spaces between arrows in different directions.

Wait 190 frames after this 'big' move.

Press and hold → for dash.

11

Note: There are ten sample combas, one for each fighter, stored in Camba Moker when you start the game. You can use these combas for additional reference, modify them, or delete them to make space for your own creations.

THE FIGHT

PLAYER SELECT

When you choose a game mode (Arcade, VS or Ranking Modes), the Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight the fighter you want to use, and select by pressing Button A, C or Start. You can select an alternate costume for each fighter by holding the D-Pad UP while the fighter is highlighted. You have 20 seconds to select a fighter. When time runs out, the highlighted fighter is automatically selected.

In Arcade and VS Modes, once you have selected a fighter, you have the option of playing in Normal or Kids modes. In Normal play, you must execute special attacks by pressing the correct sequence of buttons. In Kids mode, pressing Buttons A, B or C rapidly produces random special attacks. Of course, you can still perform the special attacks by pressing the correct sequences as well. To select Normal or Kids modes, press the D-Pad UP or DOWN to highlight one, and Button A, C or Start to select.

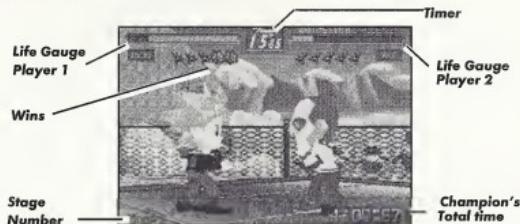
In a VS game, both players can select the same fighter (but not the same costume).

THE RULES

In all three fighting modes (Arcade Mode, VS Mode and Ranking Mode), the first fighter to win two sets is the winner of the stage. You can change the number of victories to decide a stage in Options (see p. 5-6). You can win a set by either reducing your opponent's Life Gauge to zero, or by forcing him or her out of the ring. If neither fighter is knocked out or forced from the ring, the fighter with more Life remaining when the Time Limit expires is the winner of the set.

In the event of a Draw, there is a one-round sudden death overtime period, of half the original Time Limit in a small-sized ring. If a second draw occurs, the Champion is declared the winner.

THE RING



Life Gauge: The green bar on this gauge gets smaller each time a fighter takes damage. Life Gauges can be adjusted in the Options mode. (See pp. 5-6.)

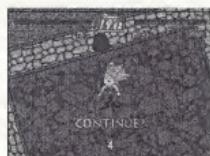
Timer: This shows the amount of time remaining in the set. The Timer can be adjusted in Options.

Wins: The flower blossoms show the number of wins achieved by each fighter thus far in the stage. The unopened buds show the number of set wins needed to win the stage.

Champion's Total Time: In Arcade Mode and Ranking Mode, this shows the amount of time the fighter has survived in the ring against all opponents so far.

GAME OVER/CONTINUE

In all fighting modes, the game ends as soon as your fighter leaves a stage. In the Arcade and VS Modes, you have the option of continuing.



In Arcade Mode, you can continue a new stage against the same opponent at the same level. To continue, press Start before the timer runs out. You have an unlimited number of game continues in Arcade Mode.

In VS Mode, after the end of each stage the Player Select screen appears, allowing you to pick new fighters or go off it using the same fighters as before.

NAME ENTRY

When you set a new record in Arcode or Ronking Modes, the Name Entry screen appears. In this screen, your fighter is facing an opponent in the form of an alphabet letter. Change the letter by pressing the D-Pad LEFT or RIGHT while holding down the Defend Button (Button A). To select a letter, knock the letter down using the Punch Button (Button B) or the Kick Button (Button C). Release the Defend Button to move to the next letter. (Wait till the letter stands up again to select the next letter.) To delete the previous letter, strike the ← . To enter your name, strike END. You have 30 seconds to complete the name entry. The name is automatically entered when time runs out. Alternatively, exit the Name Entry screen by knocking the letter out of the ring.



Note: It's a lot easier to enter letters by kicking than by punching, but be careful not to knock the letter out of the ring before you're finished.

RANKING MODE

Ranking Mode, like Arcode Mode, is a one-player-only fight against computer opponents. However, in Ronking Mode you cannot continue after losing a stage. After you lose, or after you clear all stages, the computer displays a ranking screen and rates your performance up until your last in several areas:



Stages Cleared: This shows the number of matches you won.

Style Points: This score shows how often and well you used your fighter's special attacks and expert techniques.

Artistic Points: You are awarded points on how you finished off your opponents. You get more points for expert technique KO's, and for simultaneously knocking your opponent out and out of the ring.

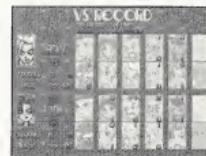
Total Points: This gives you a comprehensive score based on your performance in the three areas above.

You also receive a rank based on your performance, from 15th to 1st Grade, and some advice from the computer on how to improve your ability and advance levels. The highest scores for each fighter are automatically saved in Records under Ranking Records.

RECORDS

The great scores and times of past battles are stored in the Sega Saturn internal RAM. To select a records screen from the main Records menu, press the D-Pad UP or DOWN to highlight a screen name, and press Button A, C or Start to enter. Press Button B or select EXIT to return to Mode Select.

VS RECORD



This screen keeps running track of how each of the fighters has fared against the other fighters in their past VS Mode encounters. To check the win/loss record for a fighter, press the D-Pad LEFT or RIGHT to cycle through until the fighter whose record you want to see appears in the frame on the left. There are different records for Controllers 1 and 2. The

VS Record shows a total win/loss record under the fighter's picture, as well as a percentage showing how often that fighter has been used in VS Mode so far. The fighter's win/loss record against other individual fighters appears over the pictures of each fighter on the right.

TIME RECORD

Time Record lists the top 66 finishing times and fighters for players who have successfully cleared all ten stages in Arcade Mode.

S/N	TIME	NAME / CHARACTER
1	10'00"00	DSL LDU
2	10'01"00	TRK HKTR
3	10'02"00	VUL JACKY
4	10'03"00	LSU SHUN
5	10'04"00	HUR PIA
6	10'05"00	SBR KRAE

RANKING RECORD



Ranking Record displays a graph showing the highest grade achieved by each of the fighters in Ranking Mode combat. The highest Total Points score of each fighter can be shown by highlighting the small picture of that fighter at the bottom of the screen. Press the D-Pad LEFT or RIGHT to highlight fighters.

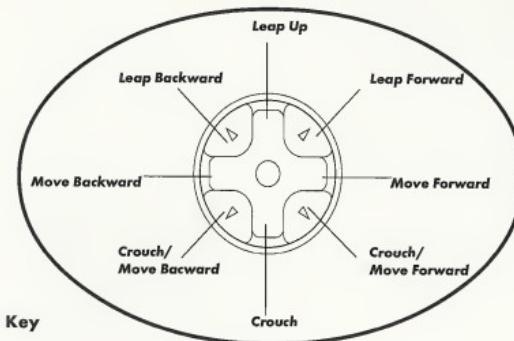
DELETE RECORD

Press the D-Pad UP or DOWN to select the group of records which you want to delete, and press Button A, C or Start. Then select YES in the confirmation window which appears. To delete all records, select ALL RECORD and press Button A, C or Start.

Note: To return to the main Records menu, press Button B at any time from any of the Records screens.

BASIC MOVES

Here are the basic moves for the D-Pad. All instructions in the Basic Moves section are for a fighter facing right. Reverse the instructions for a fighter facing left. The button functions can be changed in Key Config (see pp. 7-8).



Directions on the D-Pad are indicated by arrows.

Light arrows (\rightarrow) = Press the D-Pad in the direction indicated.

Solid arrows (\Rightarrow) = Press and hold the D-Pad in the direction indicated.

A = Defend = [D] in Combo Maker

B = Punch = [P] in Combo Maker

C = Kick = [K] in Combo Maker

[+] = Simultaneously (e.g., [A+C] = Press Buttons A and C simultaneously)

BBB... = Rapid tap (i.e., repeatedly tap Button B as fast as possible)

MAIN MOVES

QUICK STEP



Quickly press the D-Pad twice, LEFT or RIGHT to make short, fast moves in those directions.

DASH



Press the D-Pad twice RIGHT and hold.

THROW



If you are within grabbing range of your opponent, press Buttons A and B simultaneously to throw the opponent. Each fighter has a different throw.

MID-LEVEL KICK



Quickly press the D-Pad DOWN/RIGHT, then press Button C. Use this kick against an opponent in a crouching defensive position.

QUICK STOMP



Quickly press the D-Pad UP, then press Button B to jump or stamp on a fallen opponent.

QUICK SAVES

When you get knocked off your feet, you get up automatically after a few seconds, but your opponent might try to hit you while you're down. Try these moves to save yourself some bruises.

RECOVERIES

Quickly stand up straight



Roll Backwards Away from Opponent



Roll Away to Side



Jump to your Feet



KICK RECOVERIES

Recover with High or Vertical Kick



Recover with a Sweep Kick



Roll Away to Side with Sweep Kick



AKIRA

Full Name: Akira Yuki
Fighting Style: Hakkyoku-ken
Nationality: Japanese
Blood Type: O
Hobby: Kung-fu



Special Attack Name

Hachimon Kaida
 Kansuitai
 Jyouhou Chouchuu
 Utan Kyaku
 Rimon Chouchuu
 Souka Hou
 Toushin Soutai
 Yakuho Chouchuu
 Byakko Soushoude



Expert Techniques

Mouko Kouhozan
 Tetsuzankou
 Doppo Choushitsu
 Shin'ha
 Youshi Sen-rin
 Youhou
 Doiden Housui
 Renkantai
 Gaimon Chouchuu
 Youhou
 Tan'yoku Chou
 Gaimon Chouchuu
 Hailorichuu
 Jouho Shoukou
 Honshin Tanda
 Souhakushu
 Kaiko
 Honko
 Gekiko Honko
 Shimpou Riko
 Junho Honko
 Hougeki Unshin Soukashou
 Bon-ken
 Youshi Sen-rin
 Soushou

Button Commands

BB
 BC
 $\downarrow\downarrow B$
 $\downarrow\downarrow\downarrow C$
 $\downarrow\downarrow\downarrow\downarrow B$
 $\downarrow\downarrow B$ [against downed opponent]
 B+A
 $\downarrow\downarrow\downarrow B$
 $\downarrow\downarrow\downarrow\downarrow B$

$\downarrow\downarrow B$
 $\downarrow\downarrow\downarrow B+C$
 C+A then quickly release A
 $\downarrow\downarrow B$ [close to opponent]
 $\downarrow\downarrow\downarrow B+C$ [close to opponent]
 $\downarrow\downarrow B$ [close to opponent]
 $\downarrow\downarrow\downarrow B+C$
 $\downarrow\downarrow CC$
 A $\leftarrow B$ [countering high punch]
 A $\leftarrow B$ [countering high punch]
 A $\leftarrow B$ [countering high kick]
 A $\leftarrow B$ [countering mid-body punch]
 A $\leftarrow B$ [countering mid-body kick]
 A $\leftarrow B$ [countering mid-body kick]
 A $\downarrow B$ [countering low punch]
 A $\downarrow B$ [countering low kick]
 $\downarrow B+A$ [versus high guard]
 [the following three moves in sequence]
 B+C+A [close to opponent]
 $\downarrow\downarrow B+C$
 $\downarrow\downarrow B$ or $\downarrow\downarrow B$

PAI

Full Name: Pai Chan
Fighting Style: Ensei-ken
Nationality: Hong Kong
Blood Type: O
Hobby: Dancing



Special Attack Name

Renkento
 Renshou
 Souken Serputoi
 Rai gekishou
 Renkan Tenshin Kyaku
 Renkan Tenshin Soukyaku
 Renkan Haiten Kyaku
 Renken Senpuuga
 Renken Ensenshu
 Enenshuu
 Rai'in Shouda
 Rasen Anshou
 Ensen Hairyuu
 Haishin Chuuken
 Senchuukan
 Rikensui
 Sokuchuukyoku
 Enjin Senpuukyoku
 Enpu Rinshou
 Ensen Hairyuu
 Kakuyaku Senteri

Expert Techniques

Senpuugya
 Tenchi Taisaku
 Taitou Risensyoku
 Hi'en Tankyoku
 Sei'en Katou
 Haiten Kyaku
 Tenshin Soutou
 Sembuu Enjin
 Toushin Inshou
 Koutankyaku
 Hi'en Rekkyoku
 C+A
 $\downarrow\downarrow B$ [close to opponent]
 C [rising from crouch]
 $\downarrow\downarrow C$
 $\downarrow\downarrow\downarrow B+A$ [close to opponent]
 $\downarrow\downarrow C$
 B+A [close to opponent]
 $\downarrow\downarrow B$ [close to opponent]
 $\downarrow\downarrow\downarrow B+C$ [close to opponent]
 $\downarrow\downarrow CC$
 $\downarrow\downarrow$



Full Name: Lau Chan
Fighting Style: Koen-ken
Nationality: Chinese
Blood Type: B
Hobby: Chinese poetry



Special Attack Name

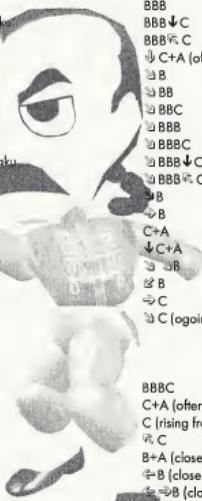
Renkento
Renshou
Souken Senpuutoi
Rokigekishou
Renkon Teshin Soukyoku
Renkon Hoitenkyoku
Renken Ensenshuu
Shakoshou
Renshou
Renshou Senpuutoi
Renkonshou
Renshou Tenshinkyoku
Renshou Teshin Soukyoku
Renko Hoitenkyoku
Shojojoushou
Chuugeki
Senpuugo
Ensenshuu
Junbo Chuushou
Honshin Chuugeki
Sokuchuukyoku
Toushugeki

Expert Techniques

Renkon Teshinkyoku
Renken Senpuugo
Toitor Risenskyoku
Kokyoku Hoiten
Kenso Tousoku
Ryuusho Sentei
Tenshin Ho'inshou
Chisoutoi
Ryuushuu Katau
Kuukokyoku

Button Commands

BC
BB
BBC
BBB
BBB↓C
BBB% C
↓C+A (after o punch hits)
↓B
↓BB
↓BBC
↓BBB
↓BBC
↓BBB↓C
↓BBC% C
↓B
↓B
C+A
↓C+A
↓B
↓B
↓C
↓C (against downed opponent)



BBBB
C+A (after o hit)
C (rising from crouch)
% C
B+A (close to opponent)
% B (close to opponent)
% B (close to opponent)
↓C
↓B+A (close to opponent)
↓C+A

Full Name: Wolf Hawkfield
Fighting Style: Pro wrestling
Nationality: Canadian
Blood Type: O
Hobby: Karaoke



Special Attack Name

Hommier Kick
Job Straight
One-Two Uppercut
Sonic Uppercut
Verifol Uppercut
Knee Blast
German Suplex
Body Slam
Level Bock Chop
Body Blow
Elbow Smash
Elbow Bot
Elbow Drop
Dragon Suplex

Button Commands

BC
BB
BBC
↓B
↓B
↓C
B+A (behind and close to opponent)
↓B (close to opponent)
↓B
↓B
BB↓B
↓B
↓B (against downed opponent)
B+C+A (behind and close to opponent))

Expert Techniques

Giant Swing
Brain Buster
Steiner's Screwdriver
Side Suplex
Fronkeneiner
Double Arm Suplex
Tiger Driver
Dragon Screw
Axe Lariat
Reverse Sledgehammer
Shoulder Attack
Drop Kick
Low Drop Kick
Neck Cut Kick
Rolling Sow Butt
Flying Kneel Kick
Front Roll Kick
Somersault Drop

Expert Techniques

↓C ↓B ↓B (close to opponent)
B+A (close to opponent)
↓B+B+C (close to opponent)
↓B+A (close to crouching opponent)
% C+A (close to opponent)
% B+C+A (versus crouching opponent)
% B+C+A (versus crouching opponent)
% B (countering mid-body kick)
↓↓B
↓↓B
↓B
% C
↓↓C
C+A
↓C+A
↓↓C+A
% C+A
% C (against downed opponent)

JEFFRY

Full Name: Jeffry McWild
Fighting Style: Pancratium
Nationality: Australian
Blood Type: A
Hobby: Reggae music

Special Attack Name

Knuckle Kick
Double Knuckle
One-Two Uppercut
Smash Uppercut
Double Uppercut
Vertical Uppercut
Dash Elbow
Elbow Uppercut
Elbow Hammer
Toe Kick
Toe Kick Hammer
Knee Attack 
Back Breaker
Splash Mountain
Elbow Stamp
Double Hammer D_o
Heel Attack
Head Attack
Stomach Crush
Stomping

Expert Techniques

- Back Flip
- Power Slam
- Machine Gun Knee Lift
- Iron Claw
- Power Bomb
- Hip Attack
- Body Lift
- Kenka Kick
- Hell Stab
- Front Back Breaker
- Head Butt
- Double Head Butt
- Triple Head Butt
- Ton Kick Splash Mountain



Button Commands

- BC
- BB
- BBB
- ↳ B
- ↳ BB
- ↳ B
- ↳ B
- ↳ BB
- B
- B
- B+C
- C
- CB
- C
- B+C (behind and close to opponent)
- ↳ B+C (close to opponent)
- B
- B
- C
- B+C
- B+C
- C (against downed opponent)

- ⇒ B+A [close to opponent]
- ⇒ B [close to opponent]
- ⇒ B [close to crouching opponent]
- ⇒ B [close to crouching opponent]
- ⇒ B+C+A [close to crouching opponent]
- B+C+A
- ⇒ B+A [close to opponent]
- ⇒ C
- ⇒ B+C
- ⇒ B+C+A [close to opponent]
- ⇒ B+C [close to opponent]
- ⇒ B+C [after Head Butt]
- ⇒ B+C [after Double Head Butt]
- JK (J) → B+C+A



KAGE

Full Name: Kage-maru
Fighting Style: Hagakure-ryu Jujutsu
Nationality: Japanese
Blood Type: B
Hobby: Mah-jongg



Special Attack Names

Hagasane
Resshou
Resshou Kyaku
Sandon Geki
Sandon Ura Geri
Sandon Fujin Kyaku
Hiji Uchi
Fushigi Hiza Geri
Ryueki Kyaku
Senpuu Geri
Tsumuji Geri
Koten Jisurikyaku
Haura Gasumi
Sokudan
Genyo
Jibashiri
Rokusenjin
Rokusenjin Koeshi
Risenjin
Risenjin Koeshi
Euseonjin

Expert Techniques

Kotegoeshi
Taito
Suisha Geri
Rairyu Hishokyaku
Koenraku
Kage Kasumi
Katana Gasumi
Hagaryu
Kaiten Jisurikyaku
Kakato Otoshi
Zenten
Koten
Rairyu Hishokyaku
Shin Sodan



Button Commands

```

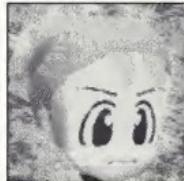
BC
BB
BBC
BBB
BBC
BBB, C
→ B
↓ → C
↓ → C
→ C
C+A
→ C → C → C
B+A [behind to end close to opponent]
→ B
→ C+A
→ → C
↓ → B+C
↓ → B+C + [B+C]
→ → B+C
→ → B+C + [B+C]
↓ → B+C

```

- ↳ B (countering high punch)
- B+A [close to opponent]
- ↳ C+A
- ↳ B+C+A
- ↳ B (close to opponent)
- ↳ B [close to opponent]
- B+C+A (close to opponent)
- ↳ C+A
- ↳ ↳ ↳ C
- ↳ C (against downed opponent)
- ↳ ↳ ↳
- ↳ ↳ ↳ ↳
- ↳ ↳ ↳ ↳ B+C+A
- ↳ ↳ ↳ ↳ (3 times)

SARAH

Full Name: Sarah Bryant
Fighting Style: Jeet kune do
Nationality: American
Blood Type: AB
Hobby: Skydiving



Special Attack Name

Punch High Kick
 Punch Side Kick
 Job Straight
 Double Punch Snap Kick
 Floss Piston Punch
 Combo Rising Knee
 Combo Somersault
 Rising Elbow
 Double Joint Bat
 Knee Kick
 Jockknife Kick
 Jockknife Kick Side
 Miroge Kick
 High Kick Straight
 Rising Knee
 Dosh Knee
 Leg Slicer
 Snop Bock Knuckle
 Swoy Smosh
 Double Kick
 Spin Turn Kick
 Double Spin Kick
 Spinning Kick
 Side Hook Kick
 Step Roundhouse Kick
 Soccer Ball Kick

Expert Techniques

Front Suxplex
 Bock Drop
 Neck Brooker
 Somersault Kick
 Illusion Kick
 Tarnoda Kick
 Raundhouse Kick
 Comba Rising Kick
 Dauble Step Knee

Button Commands

BC
 $\text{B} \downarrow \text{C}$
 BB
 BBC
 BBB
 BBBC
 $\text{BBB} \downarrow \text{C}$
 $\rightarrow \text{B}$
 $\rightarrow \text{BC}$
 $\rightarrow \text{C}$
 $\downarrow \text{C}$
 $\downarrow \text{CC}$
 $\triangleright \text{CCC}$
 CB
 $\downarrow \rightarrow \text{C}$
 $\downarrow \rightarrow \text{CC}$
 $\downarrow \text{C+A}$
 $\downarrow \text{B}$
 $\downarrow \text{C}$
 $\downarrow \rightarrow \text{C}$
 $\downarrow \rightarrow \text{CC}$
 C+A
 $\downarrow \text{C+A}$
 $\downarrow \text{C}$
 $\downarrow \text{C}$ (on downed opponent)

B+A (close to opponent)
 B+A (behind and close to opponent)
 $\rightarrow \text{B}$ (close to opponent)
 C
 $\triangleright \text{CC}$
 $\downarrow \text{C+A}$
 $\downarrow \text{C}$
 $\text{BBB} \downarrow \text{C}$
 $\downarrow \text{C} \downarrow \text{C}$

JACKY

Full Name: Jacky Bryant
Fighting Style: Jeet kune do
Nationality: American
Blood Type: A
Hobby: Training



Special Attack Name

Punch Spin Kick
 Punch Low Spin Kick
 Job Straight
 Double Punch Snap Kick
 Floss Piston Punch
 Combo Bock Knuckle
 Combo Elbow
 Combo Elbow Spin Kick
 Spinning Bock Knuckle
 Double Spin Knuckle
 Spinning Arm Kick
 Spinning Low Spin Kick
 Rising Elbow
 Elbow Spin Kick
 Slont Bock Knuckle
 Slont Low Spin Kick
 Knee Kick
 Toe Kick
 Dash Hommer Kick
 Spinning Kick
 Leg Slicer
 Smash Hook
 Swoy Hook
 Side Hook Kick
 Middle Spin Kick
 Spinning Slont Bock Knuckle
 Spinning Kick + Low Spin Kick
 Soccer Boll Kick

Expert Techniques

Northern Light Bomb
 Neck Brooker
 Knee Strike
 Face Crusher
 Punch Side Kick
 Lightning Kick
 Double Spinning Kick
 Somersault Kick
 Beat Knuckle

B+A (close to opponent)
 $\rightarrow \text{B}$ (close to opponent)
 $\rightarrow \downarrow \text{B+C}$ (close to opponent)
 $\downarrow \text{B+C}$ (behind and close to opponent)
 B+C (close to opponent)
 $\downarrow [\text{B+C}] \text{ C C C}$
 C
 $\downarrow \text{C}$
 B+C

שְׁמַרְתָּ

Full Name: Shun-di
Fighting Style: Drunken kung fu
Nationality: Chinese
Blood Type: O
Hobby: Collecting medicinal herbs



Special Attack Name

Gekiten Sento
Rengeki
Shisai Renkongeki
Gyo'in Hoishi
Getsugo Solgeki
Ousogeki
Rensoi Gokushu
Hoisenchuu
Chouuwon Ryoken
Koushuu Kotoi
Koushuu Rentoil
Tonhi Chougeki
Ousou Shu
Tokuyoku
Koushinhii
Koushinhii Futsushu
Kousoku Kouhi
Kousoku Kouhi Fu
Kousoku Kouhi So
Kousoku Zenhi
Toushu Richuu
Zobontetsu
Soikitekyoku

Expert Techniques

Suiho Tenshinchuu
Gyoushin Toutoi
Tenshin Souchuushou
Hoito Rensemkyoku
Honshin Rensemkyoku
Chubuu Soutenkyoku
Tentouritsu
To-shin Ren-kyoku
Zensen Soutoi
Renzenzen Soutoi
Renkonzensen Soutoi
Senbuji Soutoi

Button Commands

BC
 BB
 BBB
 ↗ B
 ↘ B
 ← B
 → B
 ↙ B
 ↛ B
 ↖ C [A to lie down afterwards]
 ↗ CC [A to lie down afterwards]
 C+A
 (C+A)B
 ↗ CHA
 ↙ A [backword move]
 ↗ AB
 ↙ A [backword move]
 ↗ AB
 ↙ AB+C
 ↗ A [forward move]
 B+C+A [close]...opponent)
 ↗ B [dodge high attack]
 C [often Zonbontsu]

B+A {close to opponent}
 ⇝ C
 B+C
 ⇝ ⇝ C
 ⇝ C+A
 ⇝ ⇝ C
 ⇝ ⇝ ⇝ ⇝
 C {offer Tentouritsu}
 ↳ B+C {offer drinking once}
 ↳ B+CC {offer drinking twice}
 ↳ B+CCC {offer drinking three times}
 ↳ ⇝ C+A

LION
Full Name

Full Name: Lion Rafale
Fighting Style: Torou-ken
Nationality: French
Blood Type: AB
Hobby: Skateboarding



Special Attack Name

Rensuitai	BC
Koushi Rensui	BB
Renkon Senshou	BBB
Sen'inshou	↙ B
Rokugekishou	↘ B
Soushouku	↙ B
Rensoukoushu	↙ BB
Bonchuu	↖ B
Toizou Soukoushu	↖ B
Tougekisui	↖ B
Tougekinensui	↖ BB
Touho Soushu	B+A
Touho Hoisoushu	↙ B+A
Souji Senbuu	↖ B+A
Koushi Teishitsu	↖ C
Zensouto	↓ CC
Tosentoi	↓ C[C+A]
Kousoutoi	↓ C+A
Tenshin Ryouinokyoku	⇒ C+A
Mobonshu	A⇒B
Shozen Ho	↗ A (forward move)
Shoko Ho	↘ A (backward move)
Renkoushi Hoishuu	B+A (behind end close to opponent)

Expert Techniques

Hotoushu Shuatoi
Tenshin Soukoushu
Senshippo
Senkyuutoi
Shichi Soutoi
Shichisei Tenbuchuu
Soishu Houkou
Shoho Shosousui
Juushou Sanbou

B+A (close to opponent)
 ↳ ↳ ↳ B+A (close to opponent)
 ↳ ↳ B
 ↳ ↳ C
 ↳ ↳ C+A
 ↳ ↳ B+C (close to opponent)
 ↳ ↳ B+A (close to opponent)
 A ↳ B
 ↳ B

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